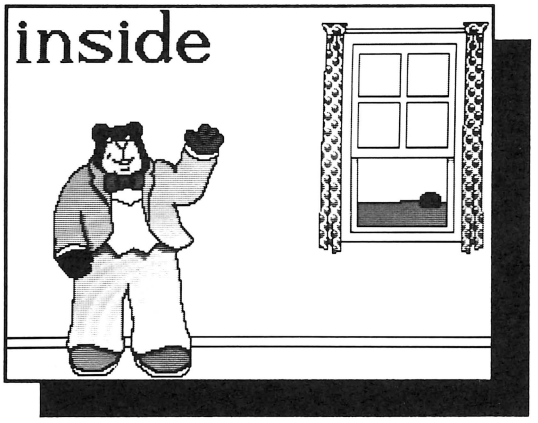

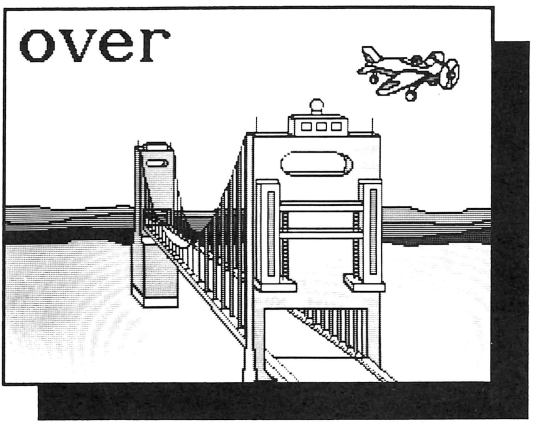

Stickybear Opposites

User's Guide

What Is Stickybear Opposites?

Stickybear Opposites is especially designed to familiarize children from ages three to six with the concept of "opposites," an important reading readiness skill. With its bright and appealing graphics, this program makes "opposites" concrete and realistic. As children see them illustrated on screen, they begin to feel as though they're really accompanying Stickybear on his "opposite" adventures!

Stickybear Opposites encompasses a wide range of skills necessary to help children learn about their world. Educators say that "opposites" can be challenging to teach, and as parents, we often expect children to follow everyday instructions that we take for granted: "Could you please put the *empty* glass *in* the sink?"

You can teach children the following concepts in a delightful way:

- Spatial Relationships: *up/down, inside/outside, bottom/top, over/under, near/far, in front/behind, high/low, open/closed*
- Time, rate, and distance: *day/night, fast/slow, go/stop, light/dark, near/far*
- Directionality: *left/right*
- Number concepts: *many/few*
- Measurement: *short/tall, empty/full*
- Predict outcome *("What do you think comes next?")*
- You can even help children describe feelings (*happy/sad*).

In addition, to encourage verbal expression, language development, reasoning skills, and creativity, ask youngsters to talk about what they see on the screen – *"Where did Sara Bear go when the light went out? Why is the glass empty?"*

Stickybear Opposites also offers an opportunity to add sight words to childrens' vocabularies, and to explore the meaning of words in context.

The program operates very simply. For example, when *Stickybear* appears with a happy face, the word *happy* is also on screen. If you have speech, *Stickybear* says, "happy." Press an arrow key (or move the mouse or joystick) and the picture changes to a sad face accompanied by the word *sad*. Press the space bar, or click the mouse or joystick button to produce a new set of opposites.

A colorful *Stickybear Opposites* poster is included. It is designed to reinforce the concept of opposites. Some of the pictures that appear in the program displays are used on the *Stickybear Opposites* poster as well.

Learning with Stickybear Opposites

Computer Awareness

Today's children will grow up in a computer society. By using programs designed especially for them, young children become familiar with the computer and its keyboard. Children given hands-on computer experience at an early age will become "computer confident." With *Stickybear Opposites*, children don't just watch adults use that fascinating machine, they use it themselves!

Exploration and Discovery

Young children are natural scientists. They love to observe, experiment, and explore. *Stickybear Opposites* is designed to stimulate these young explorers as they use the program by themselves. They can explore the keyboard and discover that pressing the space bar (or the button on a joystick or mouse) produces a picture display. Further exploration will reveal both parts of each set of opposites. Later, they will discover the relationship between the words and images displayed.

Speech

Activities in this program are augmented with speech if you have the Apple IIGS version, or if you have installed an Echo Board in your computer. A delightful, talking *Stickybear* helps captivate youngsters, and provides additional reinforcement of "opposite" names. He welcomes children to the program, then identifies "opposites" as they appear on screen. This enhances the program's value as a learning tool which allows children to explore and discover concepts for themselves. The program will work with or without speech. Echo Boards, manufactured by Street Electronics, 6420 Via Real, Carpinteria, CA 93013, (805) 684-4593, are sold separately; contact Street, your dealer, or Optimum Resource, Inc., 1-800-327-1473 / in CT: (203)542-5553 for more information.

Let's get started! Select directions for YOUR computer ...

Apple IIGS

The Apple IIGS version is called *The New Talking Stickybear Opposites* and is available in 3.5" format only. Speech is built in to the program. To begin, put the program disk in the disk drive, and turn on the computer and monitor. The program will autoboot and the title screen will appear.

You may install *The New Talking Stickybear Opposites* on a hard disk. (See Hard Disk Installation section.) To run the program, click on the file OPP.SYS16. A screen message will ask you to insert the program disk. After a brief check of this disk, the program will run from your hard disk.

To play: You may use the keyboard or mouse. Pressing right and left arrows on the keyboard, or moving the mouse changes screens to companion opposites – up/down, stop/go, etc. Press the space bar, mouse button, or **return** key to bring a new set of opposites. Press **esc** to exit the program.

Apple II Family

The Apple version of *Stickybear Opposites* is available in either 3.5" or 5.25" format. It will work on the Apple IIGS, //c+, //c, //e, II+, and II with 64K. The program will work with or without speech. Speech requires 128K and an Echo Board, which may be purchased separately. A color monitor is recommended.

To begin the program, put the disk in the disk drive, and turn on the computer and monitor. The program will autoboot and the title screen will appear.

To play: You may select keyboard or joystick option. Press K for keyboard, J for joystick. Pressing right and left arrows on the keyboard, or moving the joystick changes screens to companion opposites – *up/down, stop/go*, etc. Pressing the space bar or joystick button brings a new set of opposite pairs.

MS-DOS

The MS-DOS version is available in either 3.5" or 5.25" format. It will work on the IBM XT/AT, IBM PS/2, Tandy 1000 family, 3000, 3000HL, 4000 and compatible computers with 512K. The program requires VGA, MCGA, EGA, or Tandy 1000 graphics. (*Please see the **Graphics** section in this manual.*) A color monitor is recommended.

Both 3.5" and 5.25" formats have speech, if you have installed an Echo Board in your computer. The program will work with or without speech. The 3.5" format has one disk containing both program and speech; the 5.25" format has two disks – one is the *Stickybear Opposites* program disk and the other contains speech.

• **3.5" Version (One Disk):** Boot from your MS-DOS (3.2 or greater) startup disk. Place *Stickybear Opposites* in your 3.5" drive. Change to your 3.5" drive (Type **a:** and press **Enter** or **b:** and press **Enter**). At the **prompt (a> or b>)**, type **Opp** and press **Enter**, and the title screen will appear.

• **5.25" Version (Two Disks) with Two 5.25" Drives:** Boot from your MS-DOS (2.1 or greater) startup disk. Place the *Stickybear Opposites* program disk in Drive A. If you have an Echo Board, then place the *Stickybear Opposites* speech disk in Drive B. Change to your A drive (Type **a:** and press **Enter**). At the **a prompt (a>)**, type **Opp** and press **Enter**, and the title screen will appear. If you do not have an Echo Board, simply place the program disk in Drive A. Type **Opp** and press **Enter**.

• **5.25" Version (Two Disks) with One 5.25" Drive:** Boot from your MS-DOS (2.1 or greater) startup disk. Place the *Stickybear Opposites* program disk in Drive A. At the **a prompt (a>)**, type **Opp** and press **Enter**. If you have an Echo Board, you will see "Insert speech disk and press any key." Remove the *Stickybear Opposites* program disk, and insert the speech disk. After you press a key, *Stickybear* says, "Hi, I'm *Stickybear*." Then you will see, "Insert program disk and press any key." Remove the speech disk, insert the *Stickybear Opposites* program disk, press a key, and the program will begin. If you do not have an Echo Board, you do not need to use the speech disk, and the program simply starts after you type **Opp** and press **Enter**.

You may install the MS-DOS version of *Stickybear Opposites* on a hard disk. (See the **Hard Disk Installation** section.) To run the program, change to the *Opposite* directory and type **Opp**. Press **Enter**. A screen message will ask you to insert the program disk. After a brief check of this disk, the program will run from your hard disk. You may now remove the *Stickybear Opposites* disk, if you wish.

To play: After the title screen, you may select keyboard, joystick or mouse option. Press K for keyboard, J for joystick, M for mouse. (Be sure the mouse driver is installed before selecting the mouse option.) Pressing right and left arrows, or moving the mouse or joystick changes screens to companion opposites – *up / down, stop / go*, etc. Pressing the space bar, **Enter** key, or mouse or joystick button brings a new set of opposite pairs.

NOTE: If you want to run any memory resident program larger than 128K immediately after playing *Stickybear Opposites* with speech, it may be necessary to re-start your machine.

Commodore 64/128

Stickybear Opposites will run on any Commodore-64 with a 5.25" disk drive or a Commodore-128 in C-64 mode. Put the *Stickybear Opposites* disk into the disk drive and type **LOAD "PRG",8,1.** Press return and wait for the program to load. The title screen will appear, and the program will load in the first pair of opposites.

To play: You may begin with either the keyboard or joystick. Moving the joystick left and right causes the screen to switch between companion opposites, e.g., *up / down, top / bottom.* Press the button to start a new set of opposites. If the keyboard is used, number 1 and number 2, letter *o* and letter *p*, or the two cursor keys will produce companion opposites. Press the space bar to start a new set of opposites.

All programs are copy protected; customers may obtain a back-up copy by following instructions on the warranty / back-up card enclosed in the package.

Quiet

Apple IIGS users may adjust the volume to suit their needs. Press **Control, open Apple** (♁), and esc at the same time to get to *Desk Accessories*. Select **Control Panel** (press **Return**), then choose **Sound** option (press **Return**), and adjust the volume up or down using arrow keys. Select **Quit** (press Return) to return to the program. For more information, see Appendix A in the IIGS Owner's Guide. You also may turn sound and speech on and off by pressing **control** and **Q** at the same time.

For other Apple computers, as well as MS-DOS computers, you may turn sound effects on and off by pressing **control** and **Q** at the same time. If you have an Echo Board, you may adjust the volume of speech with the volume control on the speaker.

Instructing Children

Follow the above directions to load the disk and choose keyboard and joystick (or mouse, if applicable). If using the keyboard, invite children to press the arrow keys or space bar. If using the mouse or joystick, show them how to slowly move it back and forth and how to firmly press the button to choose the answer.

If you want children to load the disk themselves, explain each step carefully. Demonstrate the procedure and have children practice under your supervision. Stress the importance of being careful. Demonstrate how to hold the disk. The 5.25" disks should be held only by the end with the picture, and should not be bent or folded. The 3.5" disk should be inserted silver end first, with label up. Remember to demonstrate putting the disk safely away after use.

Learning the Program

Children learn best by experimenting themselves. Try to resist that almost overpowering impulse to intervene in the discovery process. You can have your turn later! Allow children to discover (without coaching) that pressing the space bar or button produces a new display. Eventually, they will find the matching sets of opposites.

Most children will require little or no guidance. If a little assistance is required, try phrasing a suggestion in question form. If children hesitate, ask, "What do you think will happen if you press this arrow key?" By making suggestions in question form, you allow children to stay in control.

Children often experiment with the program in ways that are difficult for an adult to understand. Some children may appear to be pressing keys randomly when they are actually testing the "rule" that some keys produce no effect. Some children like to watch the same display for much longer than adults would, while others press the keys too quickly for the computer to register. Try not to impose "adult" order on childrens' experimentation; it might interrupt the learning process.

Hard Disk Installation

Apple IIGS:

Boot your Apple IIGS under ProDos. Use the copy program that came with your computer. (If you need further instructions, please consult your Apple IIGS manual and your hard disk instructions.)

1. Open a folder on your hard disk called "Opposites."

2. Insert the *Stickybear Opposites* disk into the drive. Copy the following files to your "Opposites" folder:

OPP.SYS16 OPP.IMAGES GFX.FONT OPP.SOUNDS

Also copy the "scenes" folder and the "speech" folder to your "Opposites" folder. To run the program, follow directions listed earlier in this manual.

Note: If your Apple IIGS has 512K of memory, you must boot the program by inserting the disks and turning on the computer as instructed in the manual. You may not launch the program from the "Finder" by clicking the OPP.SYS16 icon, as this method requires additional ProDos overhead space (available to those with more than 512K).

MS-DOS:

1. Create a directory called "Opposite" (mkdir opposite). Change to this directory (CD opposite).

2. Insert *Stickybear Opposites* program disk in drive A. Copy all files from the program disk root directory to your "Opposite" directory (copy a:*.* c:). If you have the 5.25" version, also copy all the files from the "speech" disk to this directory (copy a:*.* c:).

3. From this directory, create a subdirectory entitled "scenes" (mkdir scenes). Change to the "scenes" directory (CD scenes).

4. Copy all the files from the "scenes" subdirectory on the program disk to the "scenes" subdirectory on your hard disk (copy a:\scenes*.* c:). Follow directions at the beginning of this manual to run the program.

5. We have included a file called "read.me" on the program disk, which provides additional information on running the program from hard drive, as well as how to contact customer service should you require further assistance.

Graphics for MS-DOS Computers

Stickybear Opposites supports three graphics modes: MCGA (for VGA and IBM PS/2 models): EGA; and Tandy 1000 family. MCGA has the largest variety of colors. If your computer hardware supports one of these graphics modes, *Stickybear Opposites* will automatically select the correct mode. A smiling *Stickybear* will greet you when the program is booted.

If you have difficulty with the program – for example, you can hear music, but get no picture – it may be because you have installed special non-standard hardware or software. If this is the case, or if you simply wish to override the graphics mode that is automatically selected, you may use our **setmode** program, which allows you to set a graphics mode manually.

Run **setmode** from the *Stickybear Opposites* program disk (Type **A:** and press **Enter**; type **setmode**, press **Enter**) or from your hard disk "opposite" directory (type **setmode**, press **Enter**). A menu will appear, from which you may select EGA, Tandy 1000 family, MCGA, or allow the computer to automatically decide. **Setmode** allows you to permanently set a graphics mode. If you change to a different computer system, you should run **setmode** again and select the appropriate graphics mode.

Hard disk users should be sure to refer to the "read.me" section of the program for additional information and assistance.

Additional activities

After children have fully explored *Stickybear Opposites* several times, you may want to try a few more structured activities.

Name the Opposite. Ask children to identify the picture displays by name. (Turn off speech for this activity.) Adults can easily read the words and provide the "correct" response. But children may choose a different set of words. *Many* in the sequence showing *many* versus *few* balls could also be "lots of." The children are not wrong. "That is right! Another word for *lots of* is *many*." After children have correctly identified the display, ask them to guess what the corresponding opposite will be. Encourage them to check their guess with the computer.

Match the Opposites. When a display appears on the computer that is also on the poster, ask children to find it on the poster. Press a key and the other half of the poster picture will appear!

Opposites Are Everywhere. After children have become familiar with the concept of opposites, look for examples in their environment. "Your glass of milk was full. Now it is empty!" Encourage children to identify opposites learned in the program, as well as new ones. In this way, the program can aid in the expansion of vocabulary.

Act It Out! Children have a great time when they pair up and pretend to be *Stickybear*, acting out opposite positions in space.

Some children will immediately enjoy these activities. Others will prefer to continue exploring *Stickybear Opposites* on their own. Be patient. Introduce the activities in small doses. For younger children, naming four or five picture displays at a time may be sufficient. Remember that this program was designed for children ages three to six. Younger children may have shorter attention spans and different interest levels than older children.

Copyright © by Optimum Resource, Inc.
Stickybear ® is a registered trademark of Optimum Resource, Inc.
Apple and Apple IIGS, //c+, //c, //e, II, II+ are registered trademarks of Apple Computer Inc.
IBM is a registered trademark of International Business Machines Corp.
Tandy is a registered trademark of Tandy Corp.
Commodore is a registered trademark of Commodore Electronics, Ltd.

Weekly Reader Software from Optimum Resource, Inc.
10 Station Place, Norfolk, CT 06058
1-800-327-1473 in CT: (203) 542-5553

01108